NES-NB-USA ★

NES PLAY ACTION FOOTBALL™

INSTRUCTION BOOKLET

Ⓣ

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

Thanks for selecting the NES PLAY ACTION FOOTBALL™[1] Game Pak for your Nintendo Entertainment System.®

Please read this instruction booklet thoroughly to ensure proper handling of your new game. Then save this booklet for future reference.

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PRECAUTIONS

1) This is a high precision Game Pak. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or the Control Deck.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
4) Store the Game Pak in its protective sleeve when not in use.
5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Control Deck.

Note: In the interest of product improvement, Nintendo Entertainment System specification and design are subject to change without notice.

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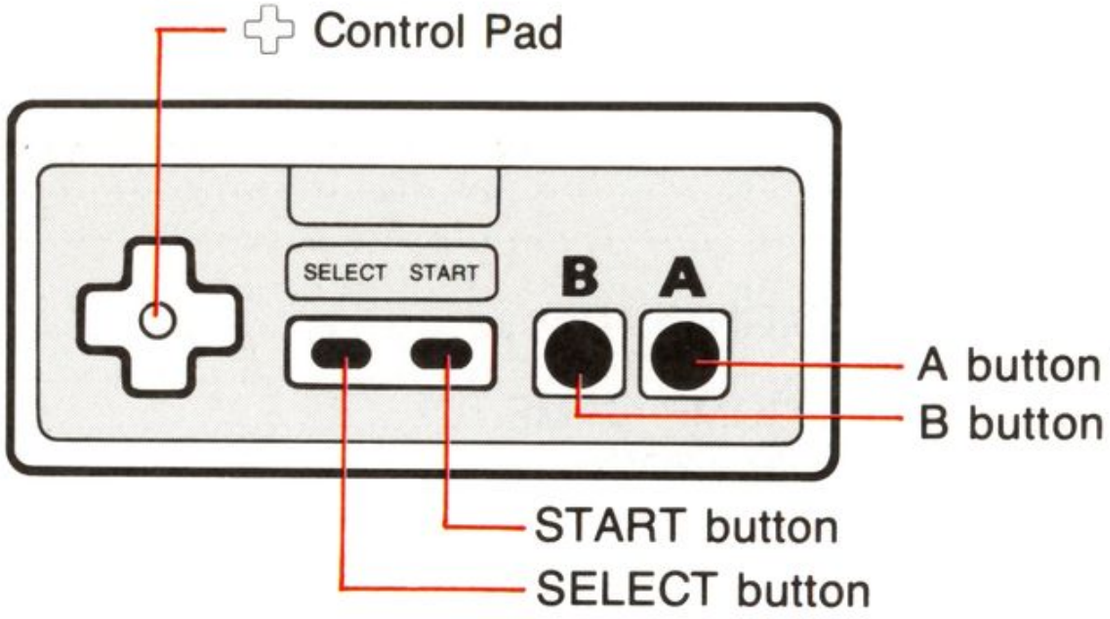
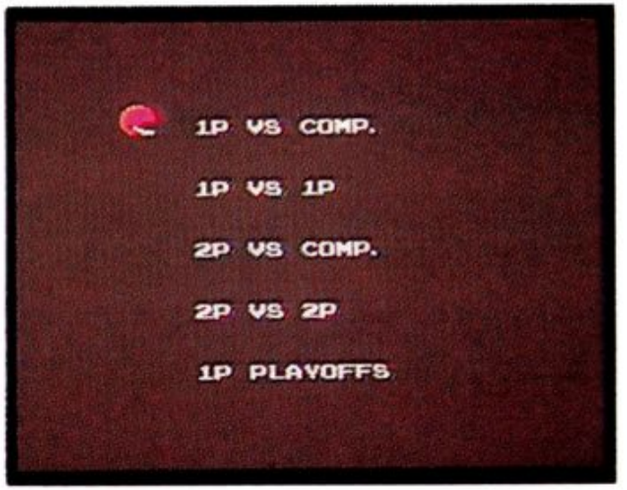
NES PLAY ACTION FOOTBALL™



Title Screen

GAME SELECTION



If the Start button is pressed while the title screen is shown, the game select screen comes up. Move the helmet to the desired mode by pressing up or down on the ✣ Control Pad or the Select button. Enter your choice by pressing the Start button.

1P vs COMPUTER

One player against a computer team. There are four levels of difficulty to choose from.

1P vs 1P

Two players competing against each other.

2P vs COMPUTER

Two players cooperating as a team against a computer controlled team. There are four levels of difficulty to choose from.

2P vs 2P

By using the NES Satellite™ or NES Four Score™ you can play with 4 players at once. (This option cannot be selected unless a 4 player adapter is plugged into your NES.)

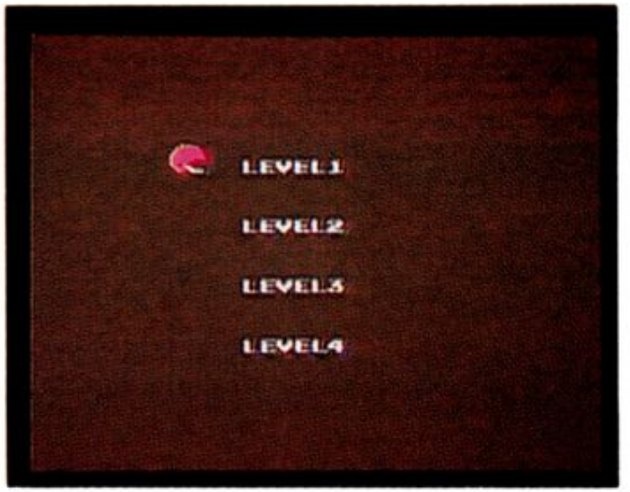
1P PLAYOFFS

In this mode, you must play each of the seven other teams. If you succeed in defeating all of them, you will be the Power Bowl champion!

LEVEL SELECTION

In the 1P vs Computer and 2P vs Computer modes, the skill level of the Computer can be selected.

LEVEL 1 (weak) → LEVEL 4 (strong)



Move the helmet to the desired level using the Select button or up and down on the ✣ Control Pad. Enter your choice by pressing the Start button.

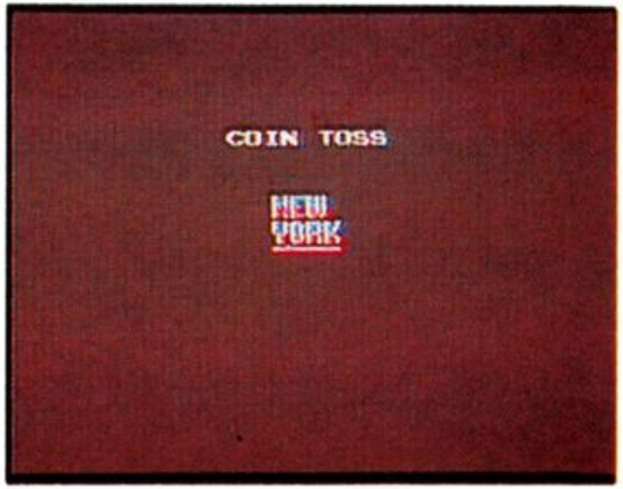
TEAM SELECTION

After the game and level are selected, the two competing teams are picked. Using the ✣ Control Pad, select one of the team insignias and enter your choice by pressing the A button. First, choose your team, then choose the opposing team. If you are playing against another player, they will choose their team using their controller.

HOW TO PLAY

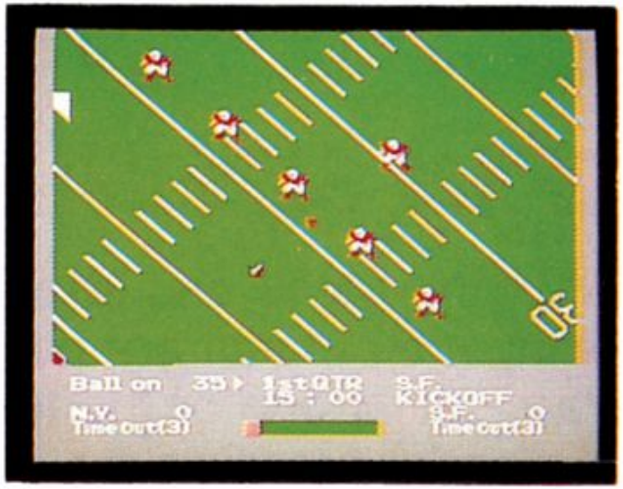
COIN TOSS

A coin is tossed automatically after the teams are selected to decide which team will be the receiving team.



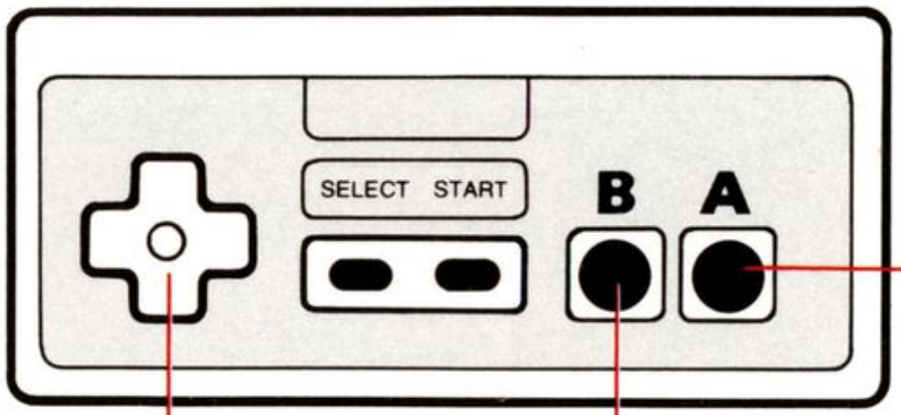
KICKOFF

By pressing the A button, the kicking team freezes the arrow which is moving back and forth. Where the arrow stops determines the path the ball will travel when kicked. At the bottom of the screen, you will find a force meter. This determines how hard the ball will be kicked. The more yellow showing, the more powerful the kick will be. Press the A button again to stop the force meter and kick the ball.



If the kicked ball goes out of bounds, there is a 5-yard penalty for the kicking team. The ball must then be rekicked.

HOW TO USE THE CONTROLLER / OFFENSE



A BUTTON
- Speed up and Shaking off
- As drawn
- Snap
- Stop the kicking arrow
- Stop the force meter when kicking

CONTROL PAD
- Running Direction
- Select

B BUTTON
- Dive
- Opposite
- Hand off
- Pitch
- Pass
- Jump

RECEIVING AND RETURNING

The kick returner on the receiving team catches the ball automatically. After catching the ball, he can start running.

A button

✣ Control Pad
Running direction

B button

Speeding up and shaking off

Dive

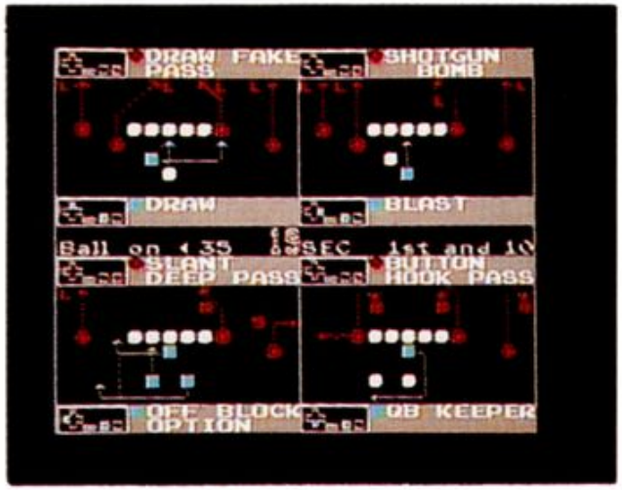
If the kick returner catches the ball in the End Zone, you can execute a "touch-back" using the B button. This will result in the ball being spotted on the 20 yard line.

In the case of an "on-side-kick", the front players go after the ball automatically. However, by pressing the A and B buttons at the same time, you can get control of the player closest to the ball.

OFFENSE PLAY

Standard Screen:

On this screen, you can choose either OFFENSE, TIME-OUT or SUBSTITUTION. Move the cursor using the ✣ Control Pad, and enter your choice by pressing the A button.



Offense Assignment Screen:

If OFFENSE is selected, the Offense Assignment Screen will be shown. There are four assignments per screen. Each assignment can be run as a RUNNING play or a PASSING play (RUNNING plays are shown in BLUE, PASSING plays are shown in RED.) This makes a total of 8 plays per screen. Altogether, your team has 3 pages of offensive plays for a total of 24 plays to choose from!

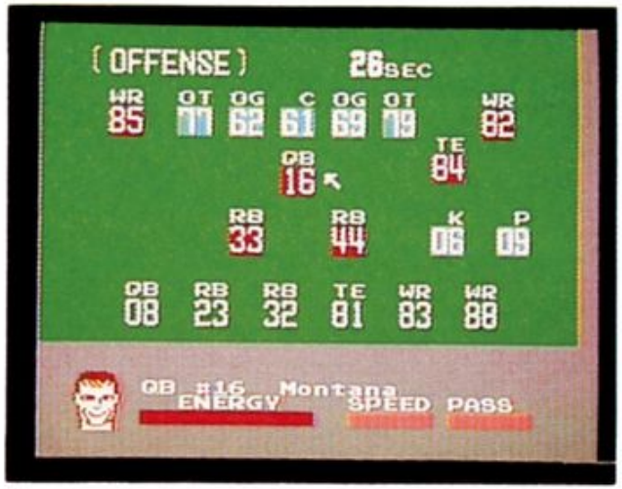
Select an assignment by using the ✣ Control Pad and the A or B button.

Above and below each assignment, a controller is displayed. This shows which direction to push on the ✣ Control Pad as well as which button to push to select that particular play. (Remember, RED is a PASSING play and BLUE is a RUNNING play.)

To turn to the next page of assignments, press the A and B buttons at the same time.

Unless you call a time out, play assignment and substitution have to be completed within 30 seconds (the 30 second clock is displayed in the center of the screen.) If you take longer than 30 seconds, you will be given a 5-yard penalty for delay of game.

SUBSTITUTION



Here you can check your ballplayers' strength and substitute players if needed. Move the arrow on the screen using the ✣ Control Pad and stop on the number of the player you want to look at. If you press the A button, the players stats will come up on the bottom of the screen.

Positions shown in red have substitutes available. When you want to substitute, move the arrow to the desired position and select the current player with the A button. Then, by pressing down on the ✣ Control Pad, the substitute will be displayed. If you wish to bring this player into the game, press the A button. If you wish to put the original player back in, press up on the ✣ Control Pad, then press the A button. To get back to the play screen, press the B button.

TIME-OUT

If you choose Time-out, the 30 second clock stops and you have as much time as you need to make substitutions and pick your play assignment. This is very useful if you are running short on time. You only get three time-outs in each half of the game.

EXECUTE PLAY

When the play is selected, the screen will display "Execute Play". You can decide to run the assignment as designed or its opposite. Example: If you pick the "LEAD OPTION" play (as drawn the running back would run to the right) and choose "OPPOSITE," the running back would run to the left. "OPPOSITE" basically runs the mirror image of the play.

B BUTTON
OPPOSITE

A BUTTON
AS DRAWN

PLAY

After the "Execute Play" screen, the play starts. The quarterback calls out "Ready, Set, Hut!!", and you can snap the ball by pressing the A button.

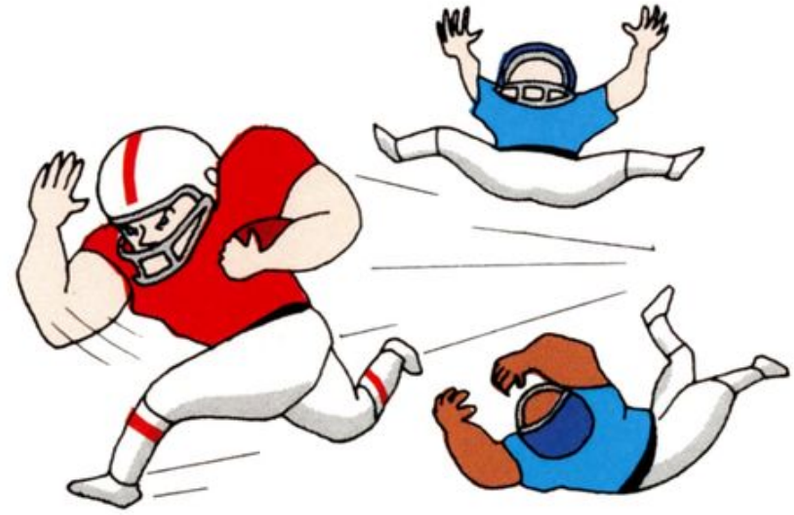
After the quarterback calls "hut" five times, the ball is snapped automatically.

EXAMPLES OF PLAYS

RUNNING PLAY

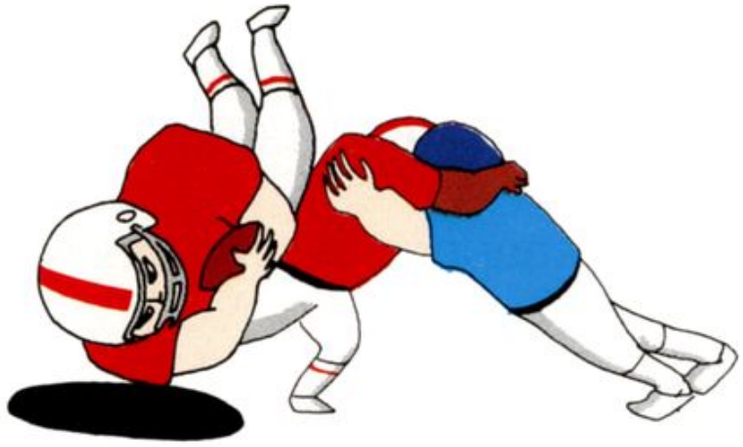
A BUTTON

Snap

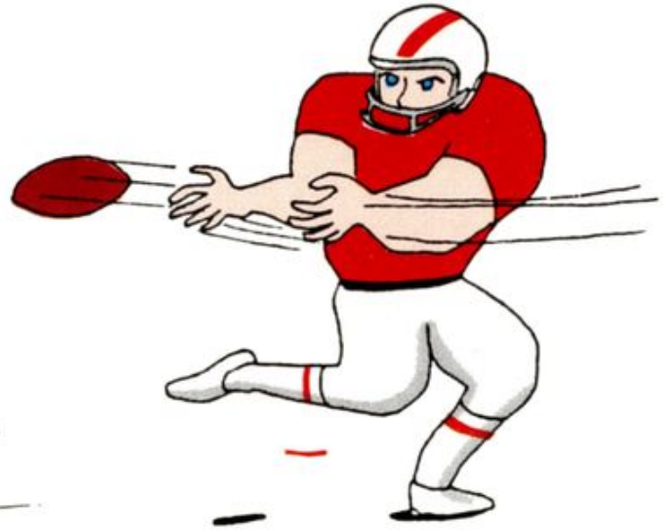


Speed up & Shaking off

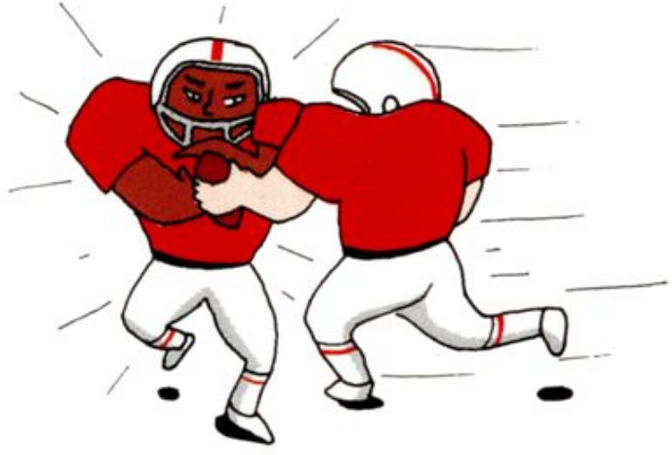
B BUTTON



Dive (When beyond the line of scrimmage, the B button always dives.)



Pitch



Hand off

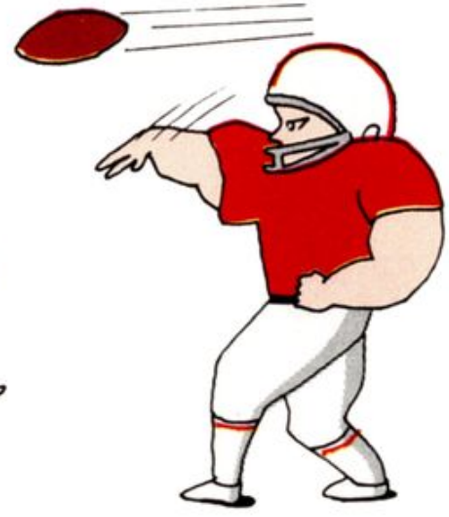
You can execute a hand off by pressing the B button when the quarterback (QB) touches the running back (RB).

PASSING PLAY

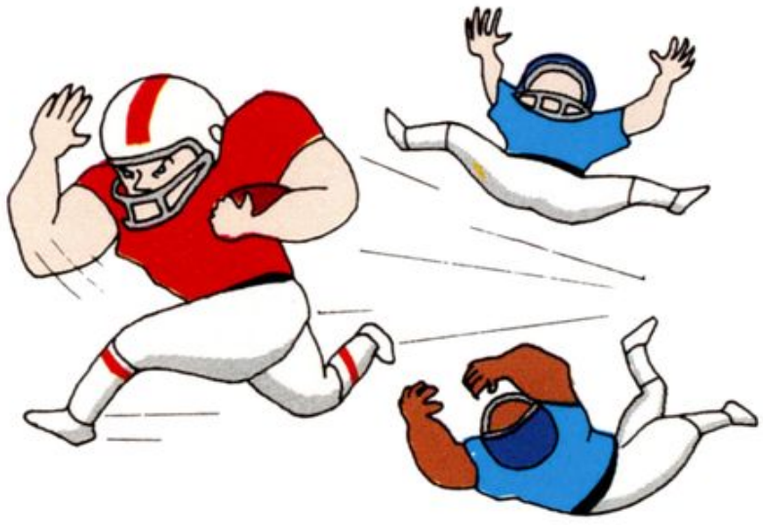
Snap

A BUTTON

✣ Control Pad
& B BUTTON



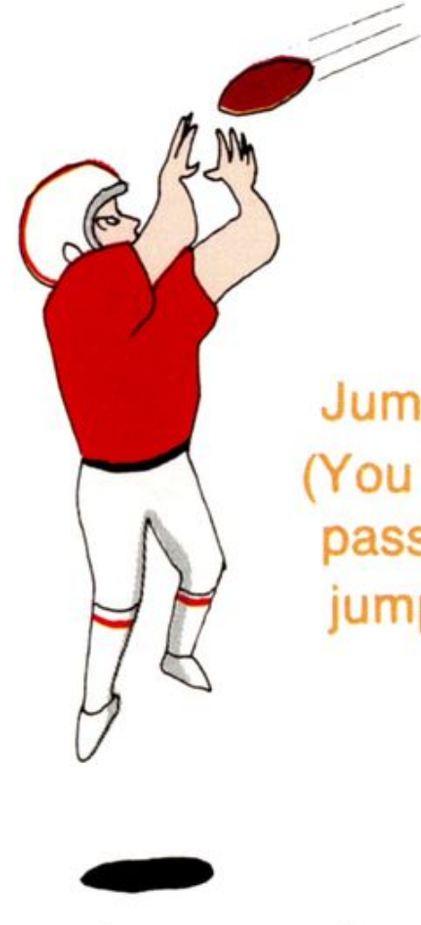
Pass



Speed up and shake off tackles

Dive

B BUTTON

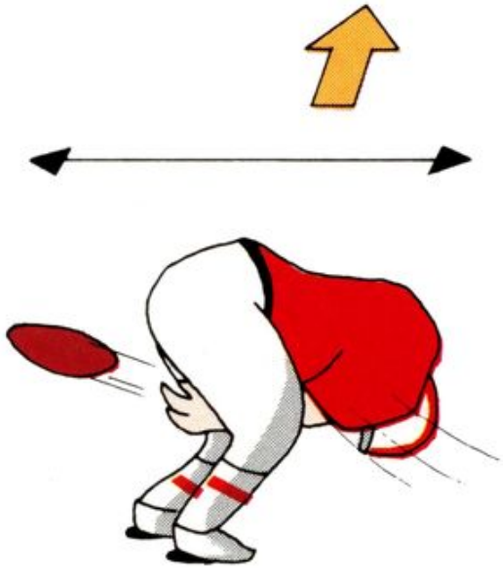


Jump
(You can catch a pass without jumping.)

Using the ✣ Control Pad and the B button, the ball can be passed to either the left, the center or the right receiver.

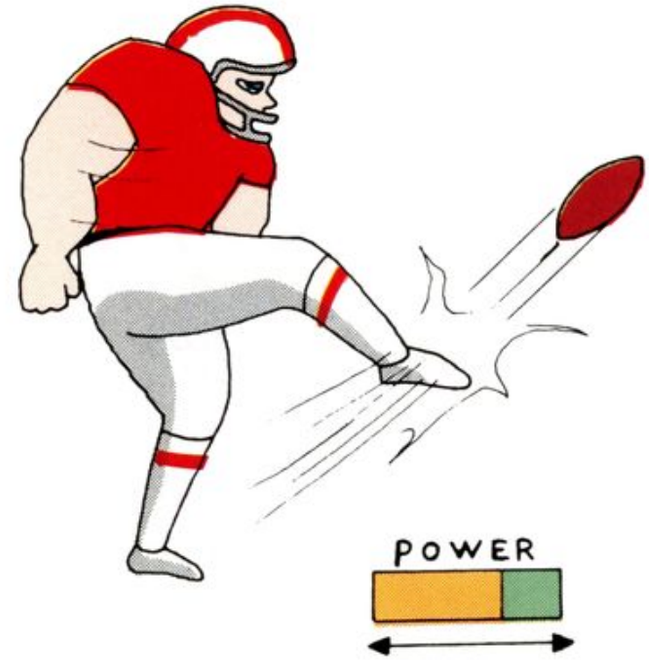
PUNT, FIELD GOAL, AND POINT AFTER TOUCHDOWN (PAT)

A BUTTON



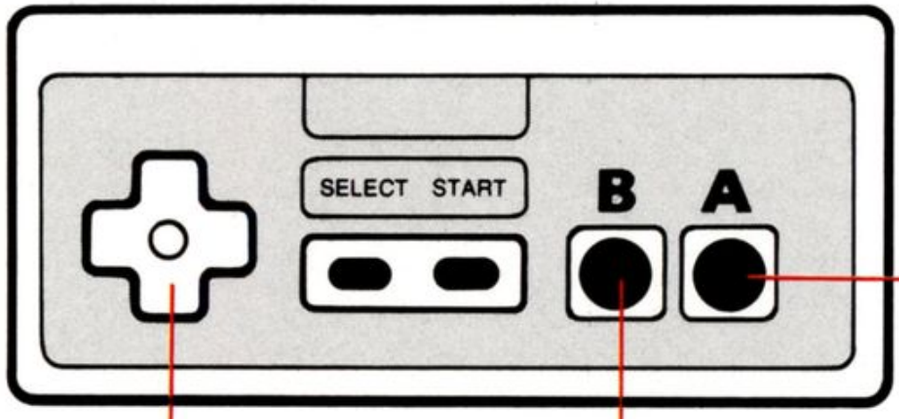
Stop the arrow and snap the ball.

A BUTTON



Stop the force meter and kick the ball.

HOW TO USE THE CONTROLLER/DEFENSE



A BUTTON
- Speed Up

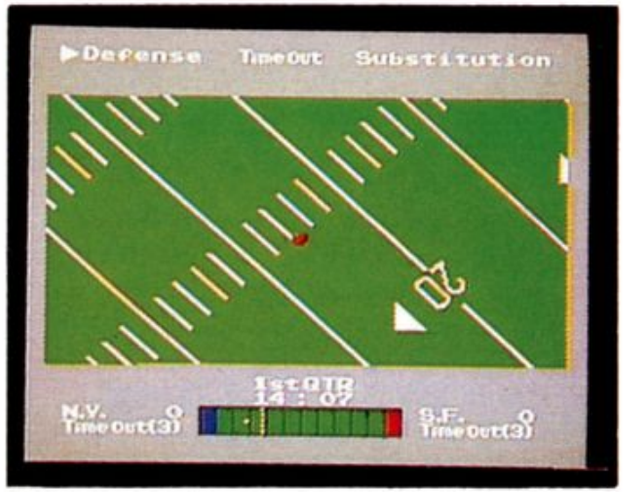
CONTROL PAD
- Running direction
- Select

B BUTTON
- Tackle
- Jump

list
Three time.

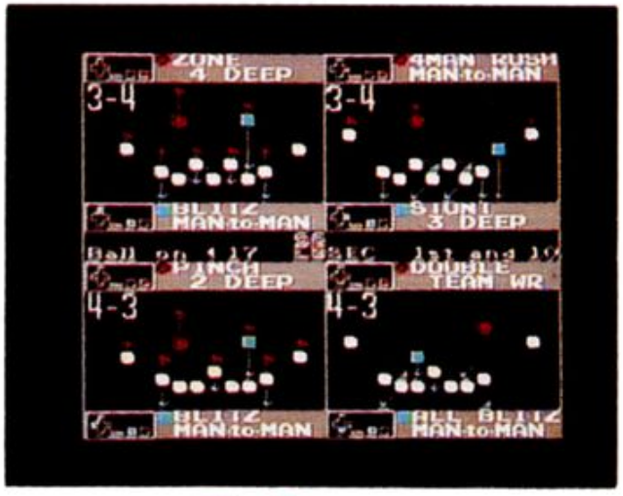
A+B.
Field Goal.

DEFENSE PLAY



Standard screen

On this screen, you can choose DEFENSE, TIME-OUT, or SUBSTITUTION. Use left and right on the ✣ Control Pad, then the A button to enter your choice.



Defense Assignment screen

If DEFENSE is selected, then the Defense Assignment Screen appears. There are 4 assignments per screen, and an additional choice of a PASS or RUN defense for each assignment. Since there are two pages of defensive assignments, there are 16 different kinds of defensive plays to choose from. The execution method is the same as for offense.

In the person vs person play, the amount of time allowed for play selection and substitutions is the same as the amount of time that the offense used.

If an assignment is not decided within the allotted time, the assignment automatically becomes "Zone 4 Deep".

TIME-OUT

Works the same as on Offense. (It stops the clock.)

SUBSTITUTION

Works the same as on Offense.

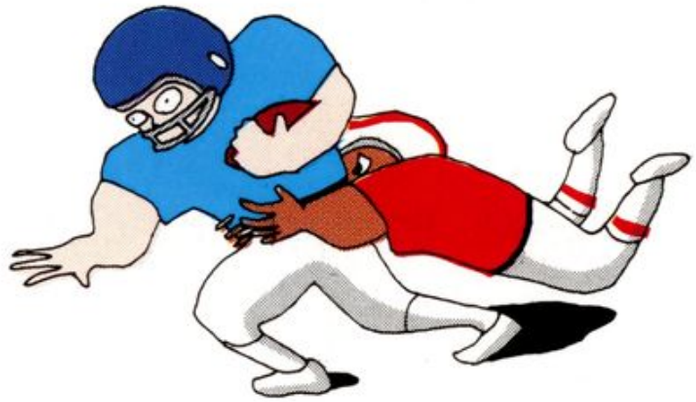
PLAY

During the play, you are able to control the player that is blinking. If you press the A and B buttons at the same time, control will be transferred to the defensive player nearest the ball.

✣ CONTROL PAD
Running direction

B BUTTON

A BUTTON



Tackle

Speed up

Jump
(When the ball is either passed or kicked)

LENGTH OF GAME

Quarters:

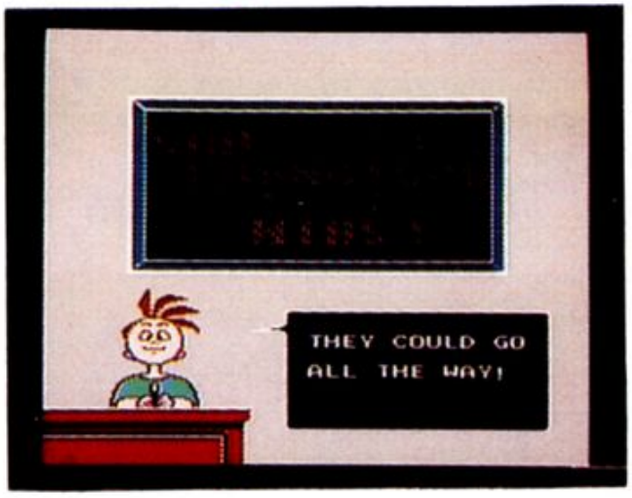
A full game is composed of four quarters. Each quarter is 15 minutes long. When a quarter is over, the statistics screen will be shown. This will remain on the screen until any button is pressed.

Half time:

There is a half time show after the second quarter is over. After half time, the third quarter begins with a kickoff by the team that received the opening kickoff.

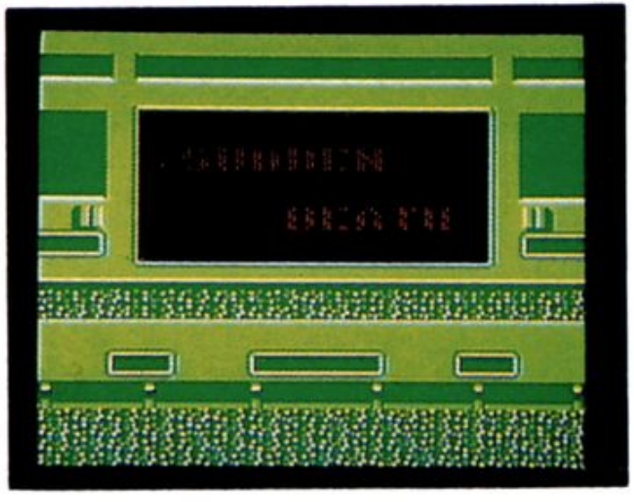
Note: When the third quarter starts both teams' original lineups will be in place (if you had any substitutes in the game, they will be replaced by the original player for that position.)

End of game:



After the forth quarter, the game is over and the ending scenes will be shown. If the two teams are tied, they will go into sudden death overtime.

Sudden death overtime:



Sudden death works as a tie breaker. Possession is decided with the flip of a coin, then play begins with a kickoff. The clock will start ticking down from 15 : 00. No additional timeouts are given (you do keep your remaining time outs.) The team that scores first wins!

In the event that neither team scores before the 15 minutes is up, the clock will remain at 0 : 00 until somebody does score.

HOW TO READ THE ASSIGNMENTS

OFFENSE

The upper section (drawn in red) shows a PASSING play. The red dots are the receivers. The red line indicates the pattern the receiver runs. The letters S, M, and L, next to the pattern indicate how far the receiver will run (short, medium, and long paterns, respectively). Use the ✣ Control Pad to choose which receiver the ball will be passed to. If you press left on the ✣ Control Pad while you press the B button to throw a pass, the ball will be thrown to the receiver on the left side of the field. If you press up, it will be thrown to the middle receiver. If you press right, it will be thrown to the receiver on the right.

The lower section (drawn in blue) shows a RUNNING play. The blue ■ is the player to use for a run play. The blue line indicates the course of the run play. Where the lines cross, it means a ''hand off''. The blue dotted line means a ''pitch''.

The red and blue wavy lines indicate a man-in-motion.

DEFENSE

The upper section is a pass defense. The player under your control is indicated by the red ▣. The red line indicates the course the defense runs. The lower section is a run defense. The player under your control is indicated by the blue ■. The blue line indicates the course the controlled player should run.

The pairs of numbers shown on the upper left, i.e. 3-4, 4-3, 5-2, 6-2 are defense formations. For instance, 3-4 means that there are 3 players on the front line and 4 players are on the second line.

The reversal of the defense assignment from left to right is automatically done depending on the offensive assignment.

PLAYER'S DATA

OFFENSE

QB	SPEED	Running speed
	PASS	Accuracy of pass and its distance
RB	SPEED	Running speed
	POWER	Tackling power
WR TE	SPEED	Running speed
	HANDS	Ability to catch passes
K P	POWER	Kick distance and power meter speed
	ACCUR	Directional arrow's speed
C OG OT	SPEED	Running speed
	BLOCK	Blocking power

DEFENSE

FS	SPEED	Running speed
	HANDS	Ability to intercept a pass
LB CB	SPEED	Running speed
	TACKL	Tackling power
DE NT	SPEED	Running speed
	BLOCK	Blocking power

DATA NOT ON DISPLAY:

FS can tackle too; however the tackle is the same for all FSs (average level TACKL). LB, CB, DE and NT can all intercept; however, the level is the same for all of them (average level HANDS).

HOW TO PLAY A 2P vs COMP GAME

Basically, the operation method is the same as for the 1P game. However, since two players are going to operate one team, 1P and 2P have to divide their responsibilities between them.

1P PLAYER

Controller #1 controls the 1P player. This person is the team leader.

2P PLAYER

Controller #2 becomes the 2P player and will control the RB and Receiver to support 1P.

The following is a list of 1P's responsibilities:

1P PLAYER

- Control kicker at the kick off
- Control kick receiver and returner
- Operation of the standard screen (Offense or defense, Time-out, Substitution)
- Deciding Offense assignment
- Deciding Substitutions
- Operation of QB
- Operation of Receiver (When passed to anybody other than 2P receiver).
- Deciding Defense assignment
- Operation of FS
- Punter

The following is a list of 2P's responsibilities:

2P PLAYER

- Control of RB
- Deciding Receiver (During a scrimmage in the offense passing play, choose a receiver to control using the ✣ Control Pad and the A Button)
- Control of the Receiver
- Kicker of a field goal
- Kicker of a PAT
- Control of FS

In the 2P vs COMP game, it is essential to coordinate between the two players. If one player is carrying the ball, the other player's effective blocking can result in a big yardage gain.

HOW TO PLAY A 2P vs 2P GAME

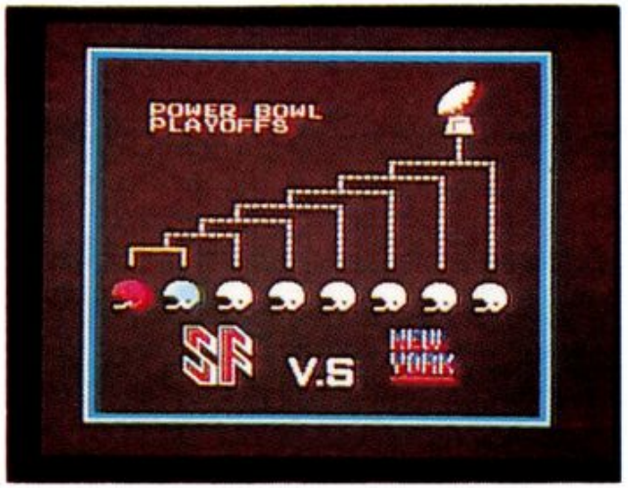
When this game is used with the NES Satellite™ or NES Four Score™, you can play a 2P vs 2P game. Controllers #1 and #2 will be one team; Controllers #3 and #4 will be the other. Basically, it is the same as the 2P vs COMP game. However, since two teams are playing while looking at the same screen, the offensive and defensive assignments can not be confirmed on the screen (if you do, the other team will know exactly what play you are calling.)

To assist in relaying plays to your teammate, two playcards have been included with this Game Pak. To relay a play to your teammate, first have the play you wish to call on the screen. Then point to the square on the card that corresponds to the play on the screen, and point to the RUN or PASS indicator on the card depending on which play is desired (if you choose pass, you can also tell player 2 to go out on the left, right, or in the center of the field.) Finally, point to AS DRAWN or OPPOSITE. If all is agreeable, enter the play on the game and proceed. Player 2 can suggest a different page of assignments by pointing at the NEXT PAGE indicator.

With a little practice, you'll be able to relay your play assignments quickly and efficiently.

The playcards are the same size as a standard NES controller. You may find it convenient to tape the playcard to the back of the controller.

1P PLAYOFFS



This game is just like the 1P vs COMP mode except you work your way through all of the teams instead of playing just one.

1. The screen shown above comes up first. In this screen, press up or down on the ✣ Control Pad to choose NEW (begin a new game) or CONTINUE (enter a password to continue a game.)

2. NEW (begin a new game):
   First, pick the team you wish to be. After this, the computer will randomly pick your first opponent. Press the START button to begin the game. If you win that game, you will be able to play against another team. This continues until you have beat all of the 7 other teams and become Power Bowl Champion!

3. CONTINUE (input PASSWORD)

   If you choose CONTINUE, the password entry screen will appear. Enter your password obtained from an earlier game by using the ✣ Control Pad and the A button. When you get to the end of your password, move the cursor to END and press the A button. If an error was made in the password, use the ✣ Control Pad to move the cursor to the error and simply type over it.

4. PASSWORD

   After you win a game in the 1P Playoff mode, a screen displaying PASSWORD and CONTINUE will appear. If you wish to get a PASSWORD so that you can continue your game later, use the ✣ Control pad to move the cursor to PASSWORD and press the A Button (be sure to be write your password down very carefully.) If you wish to continue to the next team in the playoffs without getting a password, select CONTINUE.

⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with your Nintendo Entertainment System® (''NES'') and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio—TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase if a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: 1-800-255-3700. Our Consumer Service Department is in operation from 4:00 A.M. to 10:00 P.M. Pacific Time, Monday through Saturday (times subject to change.) Please Do Not send your Pak to Nintendo before calling the Consumer Service Department.

3. If the Nintendo Service Representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   Nintendo of America Inc.
   NES Consumer Service Department
   4820 — 150th Avenue N.E.
   Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo Service Representative is unable to solve the problem by phone, the representative may advise you of the approximate cost for Nintendo to repair or replace the PAK and may provide you with a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo, and enclose a money order payable to Nintendo of America Inc. for the cost quoted you.(Repairs may also be charged on a VISA or MASTERCARD credit card.)

If after personal inspection, the Nintendo Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

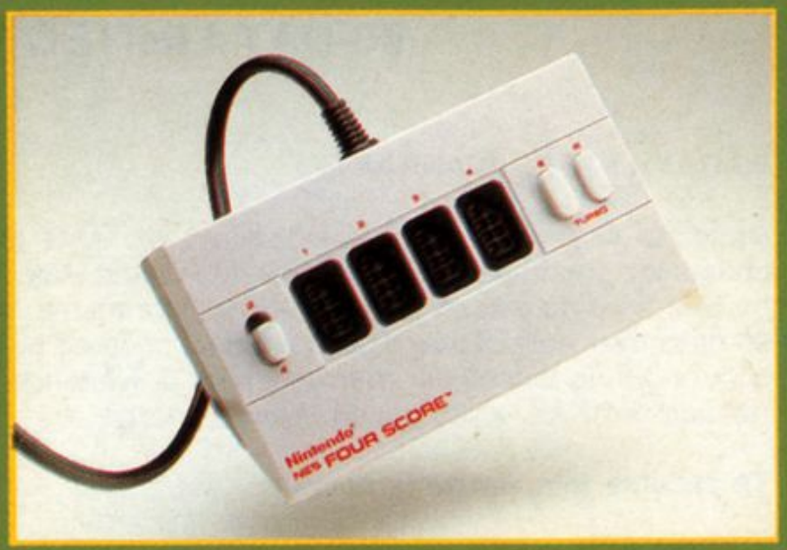
WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

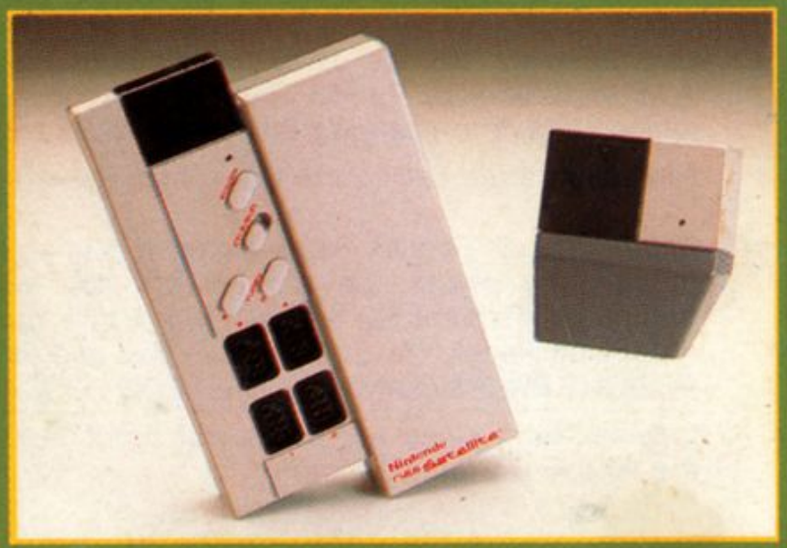
The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from sate to state.

There's more fun in teamwork when 4 players play together!

To get the hottest action with NES Play Action Football try it with 4 players. You'll find out how important good teamwork is when you and a friend take on two others. To enjoy 4 player fun, you'll need either the NES Four Score or the NES Satellite. The NES Four Score allows 4 players to play simultaneously while the NES Satellite also provides infra-red remote control capabilities for up to 4 players. Both accessories give you A & B Turbo control.
Either way, with 4 it's more exciting!



NES Four Score™



NES Satellite™

Nintendo®

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A. PRINTED IN JAPAN